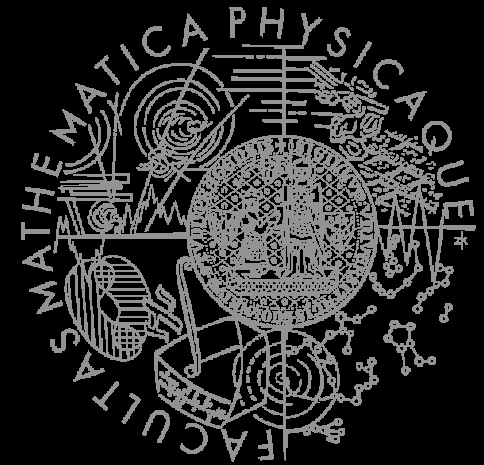


Faculty of mathematics and physics
Charles University at Prague
10th March 2010



UT2004 bots made easy!

Pogamut 3

Lecture 1 – Gentle introduction

Virtual worlds

familiar

Simplified
reality

gravity

solid walls

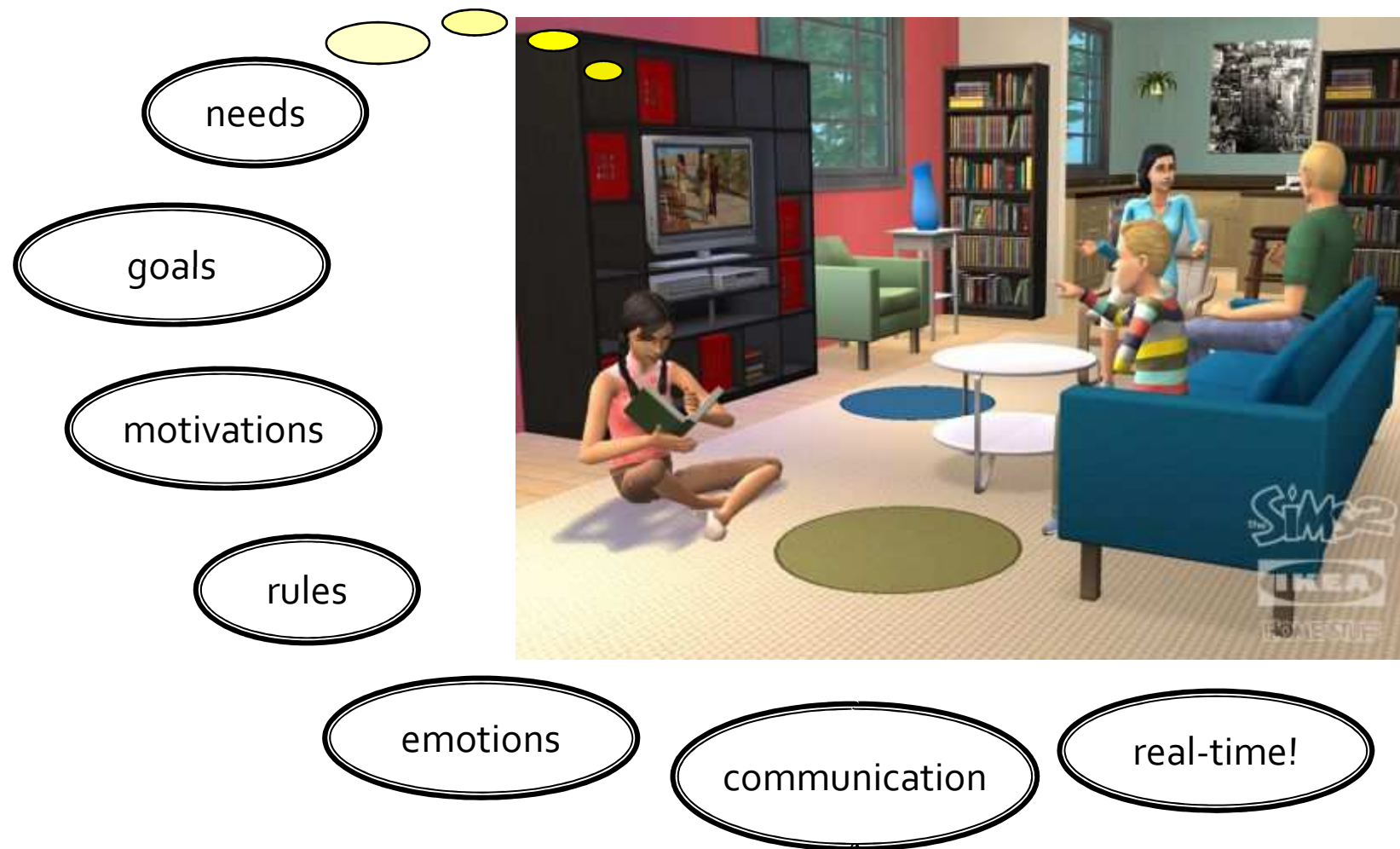


simulated

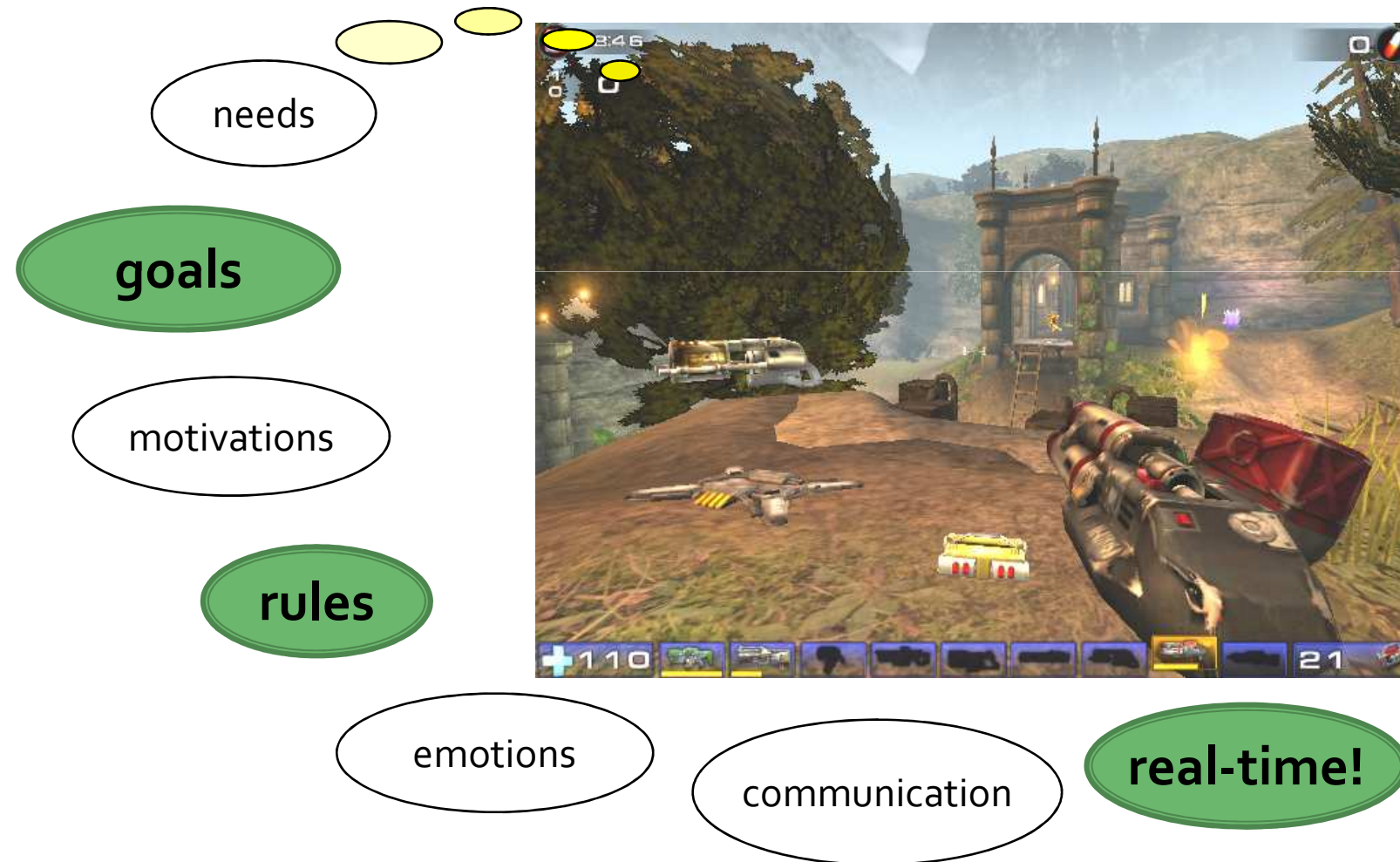
communication

real-time!

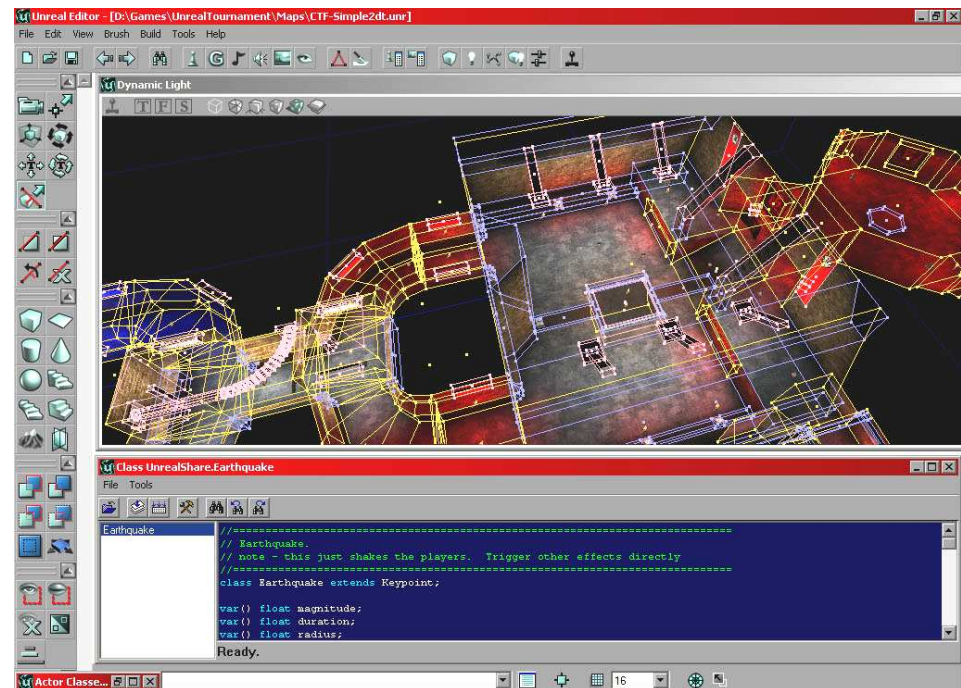
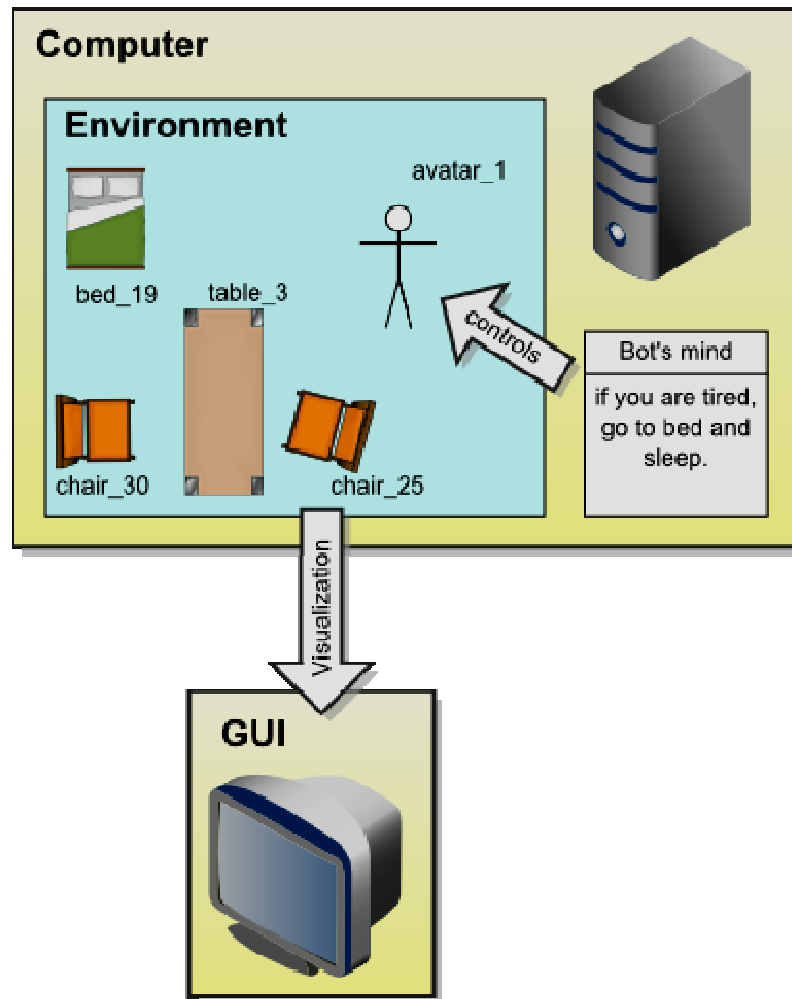
Virtual humans



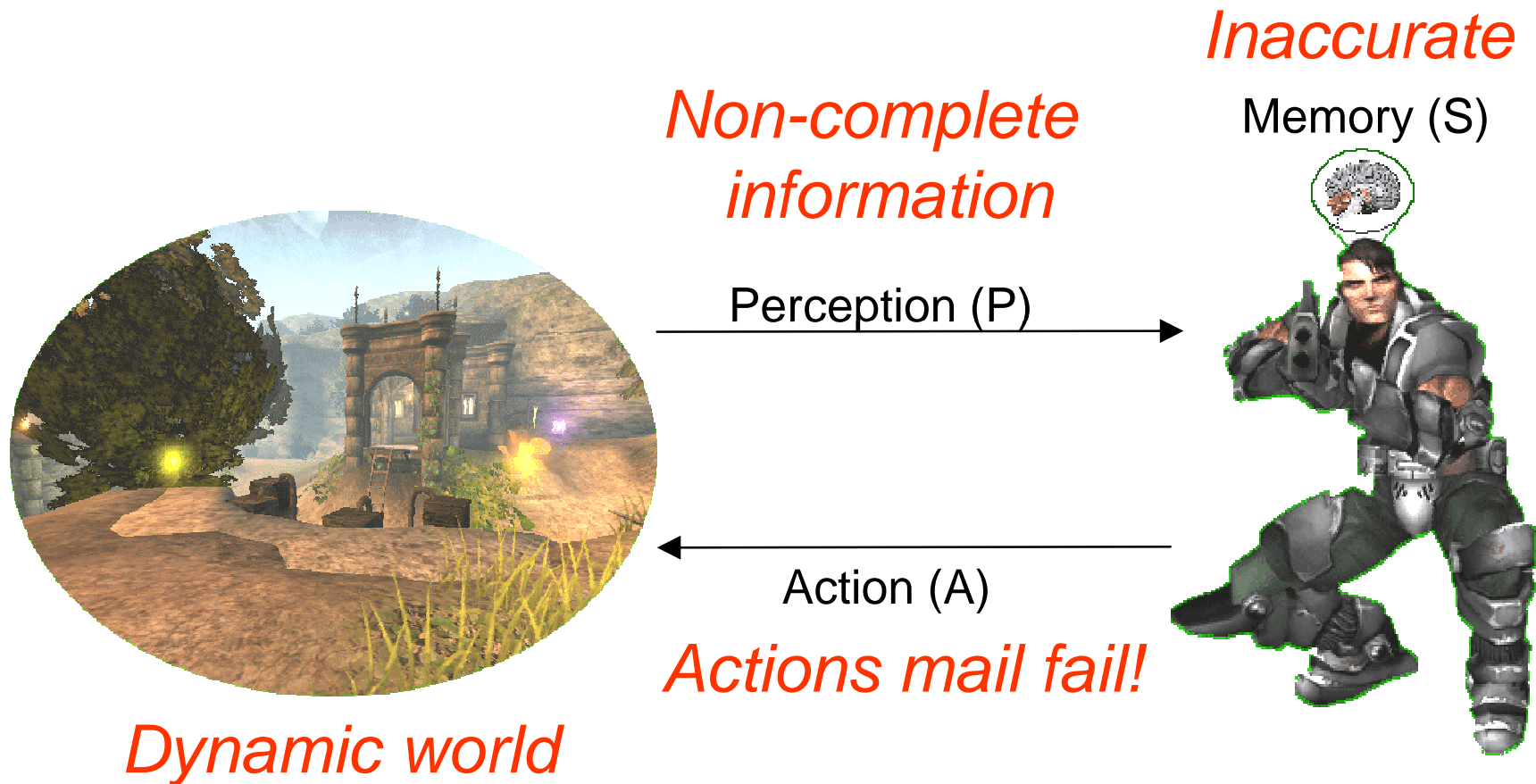
Our scope – UT2004



Virtual worlds

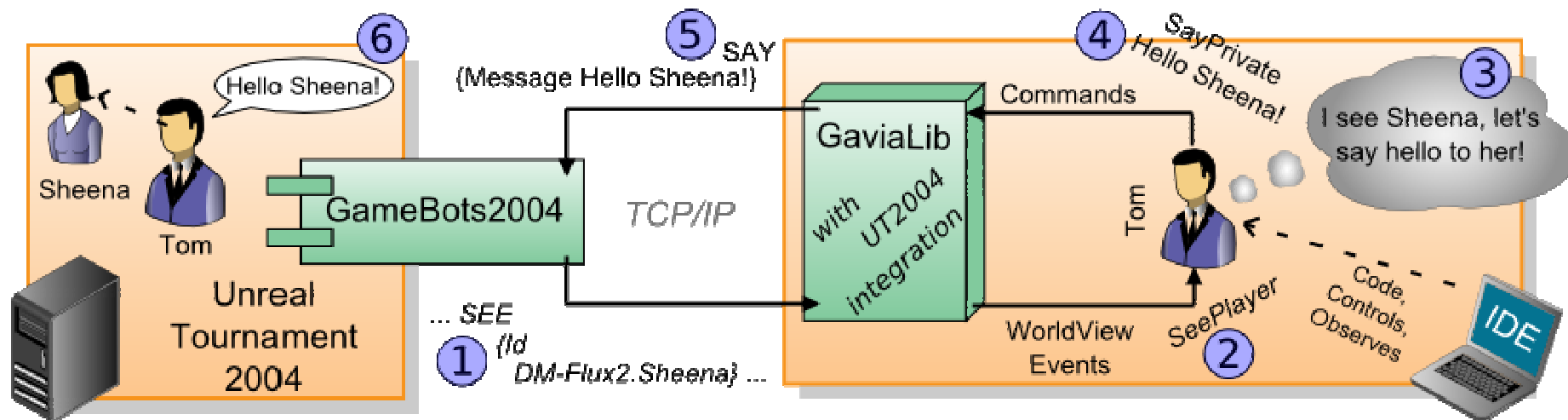


Agents and virtual worlds

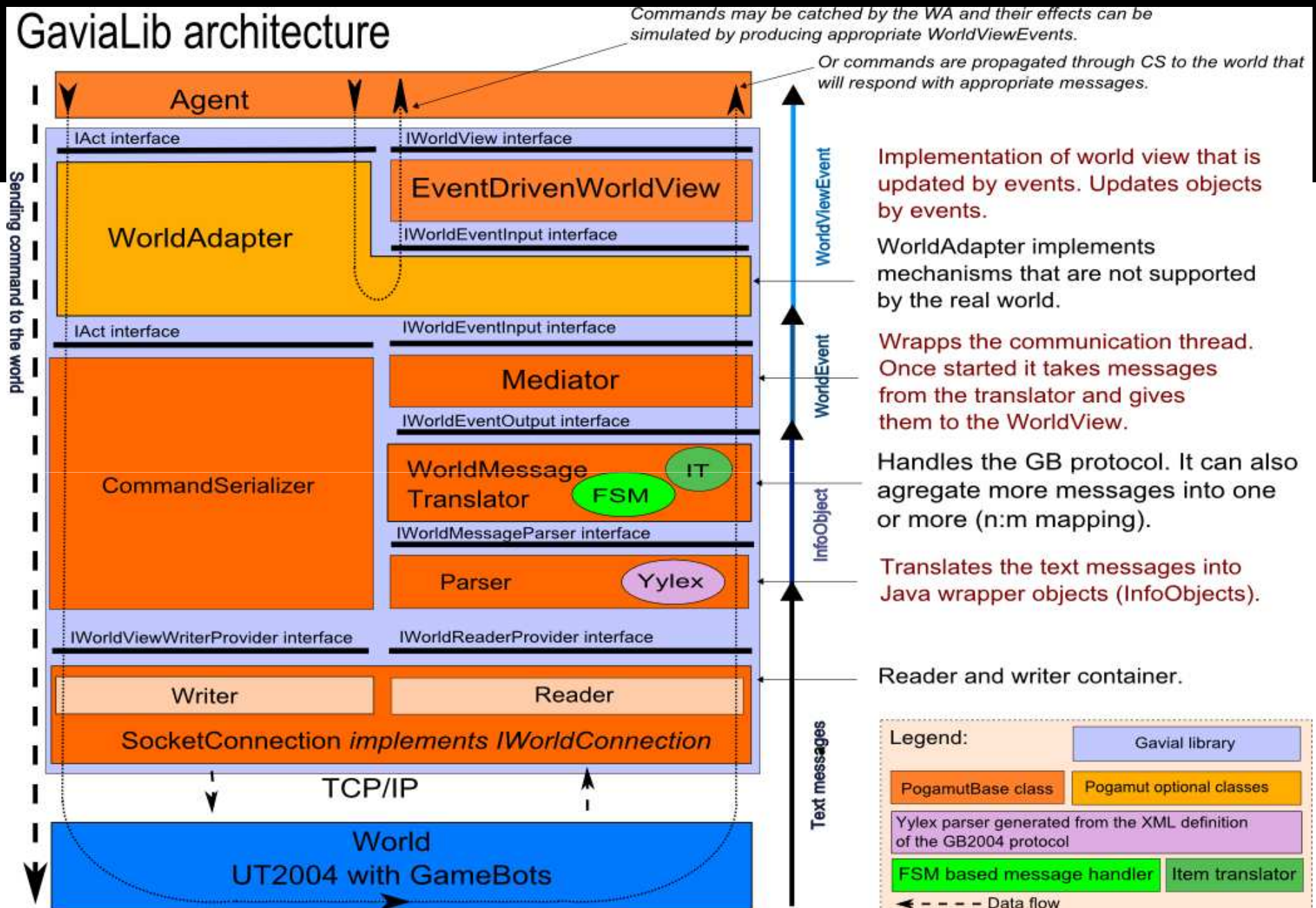


Agent's action selection is a function: $f(P, S) \rightarrow A \times S$

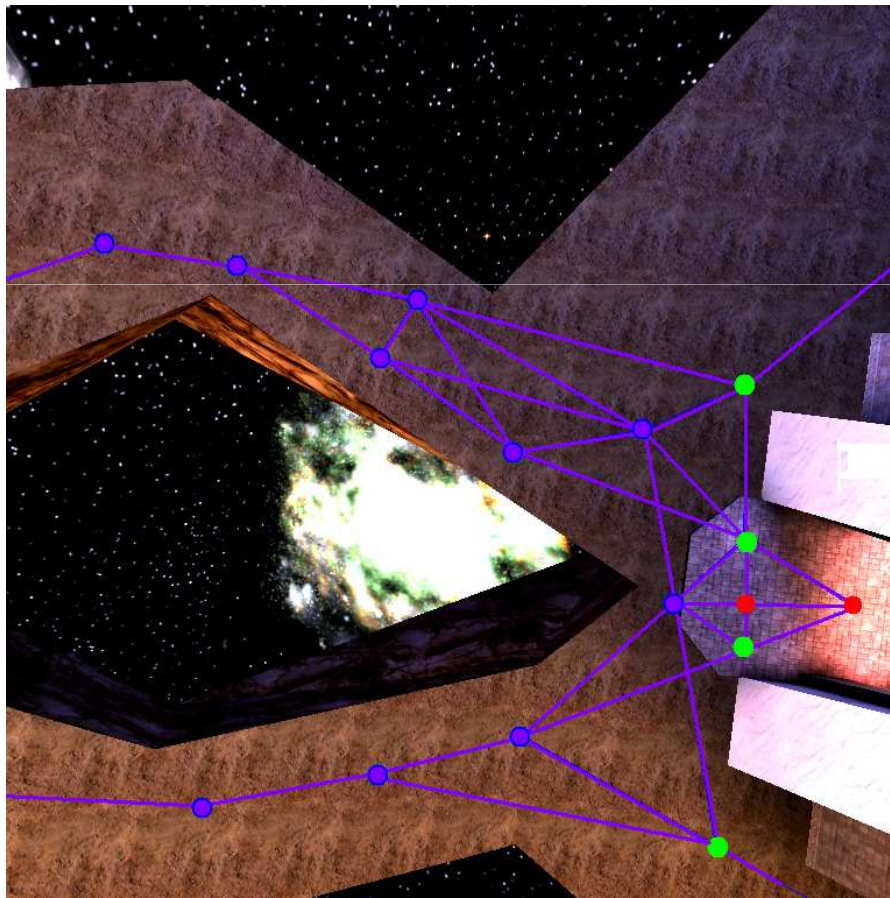
Pogamut 3's agent



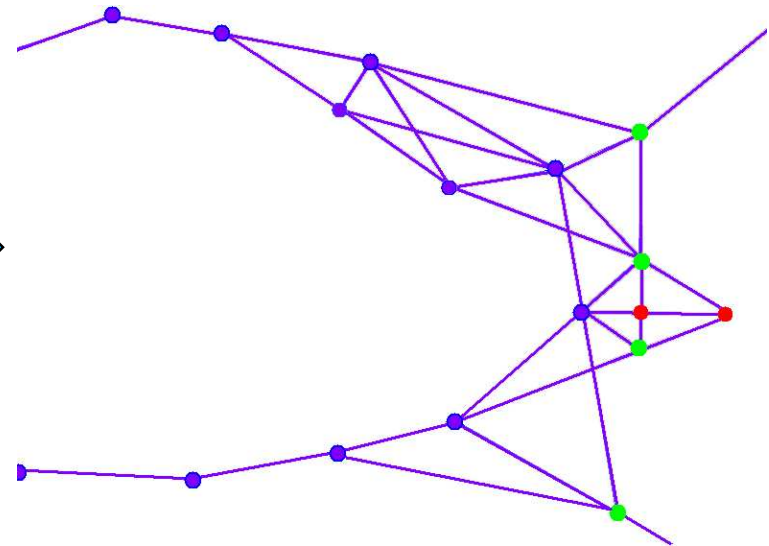
GaviaLib architecture



How the bot can see?



#Navpoints = 100 - cca5000

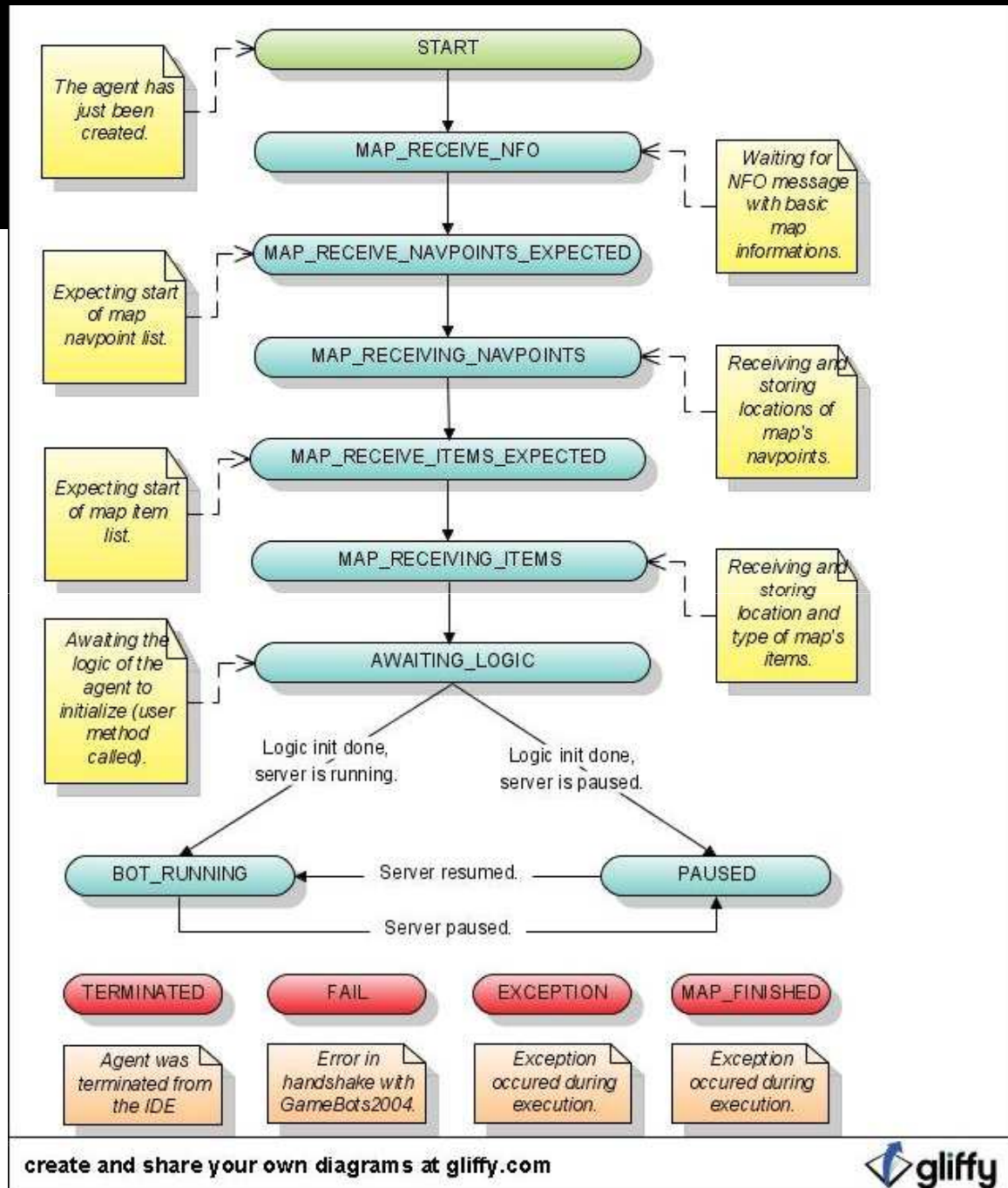


WorldView

- IWorldObject
- IWorldEvent
- IWorldObjectEvent

Bot's life cycle

- Handshake
- Exports items and navpoints
- During BOT_RUNNING various messages are received



Tutorial 1

- Empty bot (web)

Important

- WorldView
 - `getWorldView()`
 - `getWorldView().getAll(Player.class)`
- Class NavPoint
- Class Player
- Act
 - `getAct()`
 - `getAct().act(new RunTo(...))`
 - `getAct().act(new Turn(...))`

FollowBot

- Let's create simple follow bot!

Homework

- Install Pogamut3
- Create a simple bot that is able to run randomly around navpoints
- You have to read about
 - command `GetPath()`
 - Class `Path()`
- Listeners
 - Weak references! Store pointers!